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Social Clock	Identity Moratorium	FREE	Gender Identity	Critical Period
Assimilation	Secure Attachment	Fluid Intelligence	Telegraphic Speech	Visual Cliff
Longitudinal Study	Scaffolding	Separation Anxiety	Rooting Reflex	Object Permanence

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WITTY — *two games, one board*

Unit 3A · Development · Two players · Four games of Four in a Row, or two games of Fox

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Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

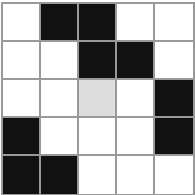
GAME TWO

FOX

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SETUP

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One way to place 4, 3, and 2.
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ANSWER KEY — *Development*

Unit 3A · 24 terms · Alphabetical

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Assimilation

Fitting new information into an existing schema without changing it.

Authoritative Parenting

Style combining high warmth, firm rules, and explained reasoning.

Babbling

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Conservation

Grasping that quantity stays unchanged when shape changes, lacking in preoperational children.

Critical Period

Early developmental window when experiences, like hearing language, have especially strong effects.

Cross-Sectional Study

Compares people of different ages at one point in time.

Fluid Intelligence

Reasoning ability for novel problems that tends to wane with age.

Gender Identity

Person's internal sense of being a man, a woman, or nonbinary.

Generativity vs Stagnation

Midlife conflict between guiding and contributing to others versus feeling stuck.

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Adolescent explores options without yet committing to a role.

Imaginary Audience

Adolescent belief that everyone is watching and judging them.

Longitudinal Study

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Object Permanence

Knowing things still exist when out of sight, developing in infancy.

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Smallest unit of sound in a language.

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Adolescent change in which reproductive ability and sex characteristics develop.

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Newborn turns toward a touch on the cheek seeking food.

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Social Clock

Culturally preferred timing for life events such as marriage or careers.

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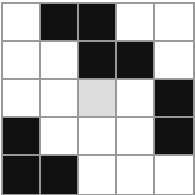
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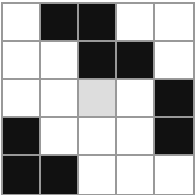
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Conservation

Grasping that quantity stays unchanged when shape changes, lacking in preoperational children.

Critical Period

Early developmental window when experiences, like hearing language, have especially strong effects.

Cross-Sectional Study

Compares people of different ages at one point in time.

Fluid Intelligence

Reasoning ability for novel problems that tends to wane with age.

Gender Identity

Person's internal sense of being a man, a woman, or nonbinary.

Generativity vs Stagnation

Midlife conflict between guiding and contributing to others versus feeling stuck.

Identity Moratorium

Adolescent explores options without yet committing to a role.

Imaginary Audience

Adolescent belief that everyone is watching and judging them.

Longitudinal Study

Follows the same people repeatedly across years to track change.

Object Permanence

Knowing things still exist when out of sight, developing in infancy.

Phoneme

Smallest unit of sound in a language.

Puberty

Adolescent change in which reproductive ability and sex characteristics develop.

Rooting Reflex

Newborn turns toward a touch on the cheek seeking food.

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Vygotsky's term for temporary guidance from others that fades as skill grows.

Secure Attachment

Infant uses caregiver as a safe base and is comforted upon return.

Separation Anxiety

Distress shown by a child when a caregiver leaves or strangers appear.

Social Clock

Culturally preferred timing for life events such as marriage or careers.

Telegraphic Speech

Short early sentences of mostly nouns and verbs, omitting small function words.

Teratogen

Harmful substance, such as alcohol, that can disrupt prenatal growth.

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Unit 3A · Development · Two players · Four games of Four in a Row, or two games of Fox

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GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

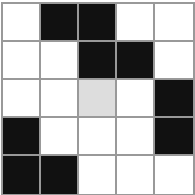
GAME TWO

FOX

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SETUP

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ANSWER KEY — *Development*

Unit 3A · 24 terms · Alphabetical

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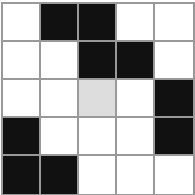
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Authoritative Parenting	Identity Moratorium	Teratogen	Accommodation	Rooting Reflex
Phoneme	Babbling	Critical Period	Object Permanence	Telegraphic Speech
Gender Identity	Puberty	FREE	Generativity vs Stagnation	Assimilation
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Unit 3A · Development · Two players · Four games of Four in a Row, or two games of Fox

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GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

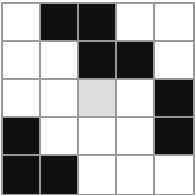
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FOX

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SETUP

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Assimilation

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Authoritative Parenting

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Babbling

Infant stage of repeating consonant-vowel sounds like ba-ba.

Conservation

Grasping that quantity stays unchanged when shape changes, lacking in preoperational children.

Critical Period

Early developmental window when experiences, like hearing language, have especially strong effects.

Cross-Sectional Study

Compares people of different ages at one point in time.

Fluid Intelligence

Reasoning ability for novel problems that tends to wane with age.

Gender Identity

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Generativity vs Stagnation

Midlife conflict between guiding and contributing to others versus feeling stuck.

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Adolescent explores options without yet committing to a role.

Imaginary Audience

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Longitudinal Study

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Object Permanence

Knowing things still exist when out of sight, developing in infancy.

Phoneme

Smallest unit of sound in a language.

Puberty

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Newborn turns toward a touch on the cheek seeking food.

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Social Clock

Culturally preferred timing for life events such as marriage or careers.

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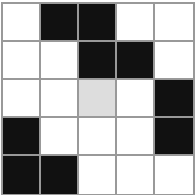
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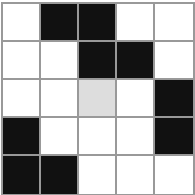
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Assimilation	Secure Attachment	Fluid Intelligence	Telegraphic Speech	Visual Cliff
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FOUR IN A ROW

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Mark the square you matched. That square is yours.

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Board full with no line: draw.

Call it out: **"Witty!"**

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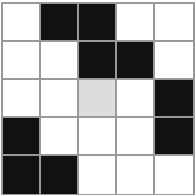
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FOX

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Fluid Intelligence

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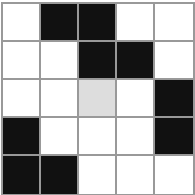
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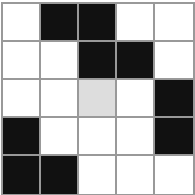
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ANSWER KEY — *Development*

Unit 3A · 24 terms · Alphabetical

Accommodation

Changing an existing schema to fit new information instead.

Assimilation

Fitting new information into an existing schema without changing it.

Authoritative Parenting

Style combining high warmth, firm rules, and explained reasoning.

Babbling

Infant stage of repeating consonant-vowel sounds like ba-ba.

Conservation

Grasping that quantity stays unchanged when shape changes, lacking in preoperational children.

Critical Period

Early developmental window when experiences, like hearing language, have especially strong effects.

Cross-Sectional Study

Compares people of different ages at one point in time.

Fluid Intelligence

Reasoning ability for novel problems that tends to wane with age.

Gender Identity

Person's internal sense of being a man, a woman, or nonbinary.

Generativity vs Stagnation

Midlife conflict between guiding and contributing to others versus feeling stuck.

Identity Moratorium

Adolescent explores options without yet committing to a role.

Imaginary Audience

Adolescent belief that everyone is watching and judging them.

Longitudinal Study

Follows the same people repeatedly across years to track change.

Object Permanence

Knowing things still exist when out of sight, developing in infancy.

Phoneme

Smallest unit of sound in a language.

Puberty

Adolescent change in which reproductive ability and sex characteristics develop.

Rooting Reflex

Newborn turns toward a touch on the cheek seeking food.

Scaffolding

Vygotsky's term for temporary guidance from others that fades as skill grows.

Secure Attachment

Infant uses caregiver as a safe base and is comforted upon return.

Separation Anxiety

Distress shown by a child when a caregiver leaves or strangers appear.

Social Clock

Culturally preferred timing for life events such as marriage or careers.

Telegraphic Speech

Short early sentences of mostly nouns and verbs, omitting small function words.

Teratogen

Harmful substance, such as alcohol, that can disrupt prenatal growth.

Visual Cliff

Apparatus showing infants perceive depth by refusing to crawl over a drop.

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YOUR TURN

Mark the square you matched. That square is yours.

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Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

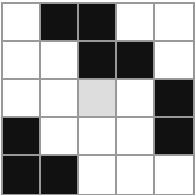
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FOX

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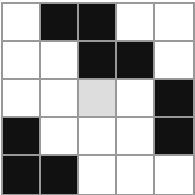
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Authoritative Parenting	Puberty	Teratogen	Cross-Sectional Study	Imaginary Audience
Phoneme	Generativity vs Stagnation	Conservation	Accommodation	Babbling
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WITTY — *two games, one board*

Unit 3A · Development · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

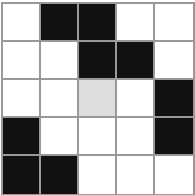
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
Any shape works as long as the squares connect edge to edge.

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Say **"Found!"** when you have found a whole shape.

WINNING

Find all three shapes. Two games to a sheet, one on each side.

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ANSWER KEY — *Development*

Unit 3A · 24 terms · Alphabetical

Accommodation

Changing an existing schema to fit new information instead.

Assimilation

Fitting new information into an existing schema without changing it.

Authoritative Parenting

Style combining high warmth, firm rules, and explained reasoning.

Babbling

Infant stage of repeating consonant-vowel sounds like ba-ba.

Conservation

Grasping that quantity stays unchanged when shape changes, lacking in preoperational children.

Critical Period

Early developmental window when experiences, like hearing language, have especially strong effects.

Cross-Sectional Study

Compares people of different ages at one point in time.

Fluid Intelligence

Reasoning ability for novel problems that tends to wane with age.

Gender Identity

Person's internal sense of being a man, a woman, or nonbinary.

Generativity vs Stagnation

Midlife conflict between guiding and contributing to others versus feeling stuck.

Identity Moratorium

Adolescent explores options without yet committing to a role.

Imaginary Audience

Adolescent belief that everyone is watching and judging them.

Longitudinal Study

Follows the same people repeatedly across years to track change.

Object Permanence

Knowing things still exist when out of sight, developing in infancy.

Phoneme

Smallest unit of sound in a language.

Puberty

Adolescent change in which reproductive ability and sex characteristics develop.

Rooting Reflex

Newborn turns toward a touch on the cheek seeking food.

Scaffolding

Vygotsky's term for temporary guidance from others that fades as skill grows.

Secure Attachment

Infant uses caregiver as a safe base and is comforted upon return.

Separation Anxiety

Distress shown by a child when a caregiver leaves or strangers appear.

Social Clock

Culturally preferred timing for life events such as marriage or careers.

Telegraphic Speech

Short early sentences of mostly nouns and verbs, omitting small function words.

Teratogen

Harmful substance, such as alcohol, that can disrupt prenatal growth.

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Apparatus showing infants perceive depth by refusing to crawl over a drop.

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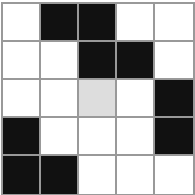
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